POWER WRITING

Put the proper heading on a clean sheet of notebook paper and title it “Power Writing.” Be ready with something to write with and I will explain the rules of the game in a moment. Keep quiet until I do so. (Who knows, staying quiet could be part of the game...)

**If you were not in class today, you can make up this warm-up by doing a Free Write. Write at least 16 lines about whatever your little heart desires.**

**Rules of Power Writing**

**I will put 2 words up on the board.**

**Example: cat / itching**

**A timer will be set for exactly 1 minute.**

**You will have 1 minute to write a story as fast as you can.**

**When the timer goes off, you must slam your pencil/pen down.**

**Cheaters will be disqualified.**

**Points:**

* **+1 point per word written**
* **+5 points if you used both of the words written on the board without changing the suffix (only counts once (+5) even if you used both of them a million times. Also, BOTH words must be used correctly to get the +5.)**
* **+5 for each Sadlier vocabulary word that is used correctly. (Suffixes may vary with these.)**
* **+5 for brushstrokes (later in the year, not for beginners)**

**Total your score.**

* **If you have the highest score in the class, you get 1 piece of candy.**
* **If you beat the teacher, you get to put one hand in the bucket and grab out as many pieces as you can possibly hold. To be able to keep the candy, you must make it back to your desk without dropping any. Any dropped candy belongs to the teacher.**

**Example scoring:**

**Itching consistently, the cat knew that it had fleas. He tried using flea shampoo, but the fleas kept germinating. Soon the cat couldn’t take it anymore; he hurtled through…**

**+29 words**

**+ 5 used both board**

**words correctly**

**+ 5 (2 Sadlier words)= +10**

**44 = total score**

**If playing an advanced round, this example would have received +5 (2) for brushstrokes, for a total score of 54.**

**Itching consistently,… (Participial Phrase) +5**

**Hurtled (Action Verb) +5**